**Project 9 – Class**

Write a program that implements class structure.

**Deliverables**

* Class Structure:

The name of the class is Pet

* The data attributes

name (the name of a pet)

animalType (the type of animal. Example ‘Dog’, ‘Cat’, ‘Bird’)

age (for the pet’s age)

* The class should have constructor that assigns the data attributes to blank
* The methods for the class

The setters

setName - This method assigns a value to name

setAnimalType - This method assigns a value to animalType

setAge - This method assigns a value to age.

setGender – This method assigns the gender

The getters

getName - This method returns the value of the name.

getAnimalType - This method returns the value of the animalType.

getAge - This method returns the value of the age.

getGender – This method returns the gender

* The program creates an object of the class
* The user enters the name, type, and age of his or her pet. T
* The program stores the data as the object’s attributes.
* The program uses methods to save and retrieve the pet’s name, type, and age and display this data on the screen with appropriate labels.

**SAMPLE RUN (User entry is in RED)**

User’s Entry

Enter the Pet’s name Scooby

Type of Pet (Dog, Cat, Bird) Cat

Age of the Pet(years) 2

Gender of the Pet(male/female) Male

Results

The name of the Pet is Scooby

It is a cat.

It is 2 years old.

It is Male